

Minutes-September 23, 2024

I. Old Business:

- Review August Minutes
- Postpone elections of new officers until next meeting

II. Principal's Report

- School Improvement goals update: 5 work groups met last week
- STEAM team (Design Team, PBIS Team, PLT Team, Literacy Team)-
 - STEAM journals rolling out October 24, inviting CMS STEAM team to join in on using this resource
 - Using Spooky Science Night to collect items that STEAM can use like toilet paper rolls, shoe boxes, etc.
- GMAS data
 - preliminary Math data was good. Will break down domains and demographics a little more when data is finite. Paper copies are available if needed after data is no longer embargoed, but SLDS should be accessible to all students through Infinite Campus.
- Literacy Team-
 - huge push for literacy training of ALL staff over the next year or two due to new curriculum being chosen. Will try to make it less burdensome on teachers by providing subs when possible, or possibly stipends for training.
- Safety update-
 - CES would like to have a full-time SRO. Issues have risen with the rotation of SROs like computer/email access, badges, Centegix, computer screen/access to monitor security cameras. Solutions are forthcoming: individual cell phone will be purchased by Technology to allow the SRO on duty to have access to the Centegix app and notifications while on duty. We are looking for ways to cover the windows beside each classroom door when there is an intruder. Lockdown drill on 9/26 district-wide. *Gather as much data from parents/community members about their current concerns with school safety*
- ESOL
 - Ashley Chupp is addressing ESOL team and bringing a former “newcomer” with her to demonstrate the success and impact the ESOL program has had in this student's life

III. New Business

- SGC goals and speaker suggestions will be moved to next meeting

IV. Future Meeting Dates

October 21, 2024

December 2, 2024

January 27, 2025

February 26, 2025

March 31, 2025

April 28, 2025

May 19, 2025

*Conclusion of meeting